SNS-AUZE-USA

STREET FIGHTER ALPHA 2

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Thank you for selecting the Street Fighter™* Alpha 2 Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

T TEEN AGES 13+ CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STREET FIGHTER™ ALPHA 2

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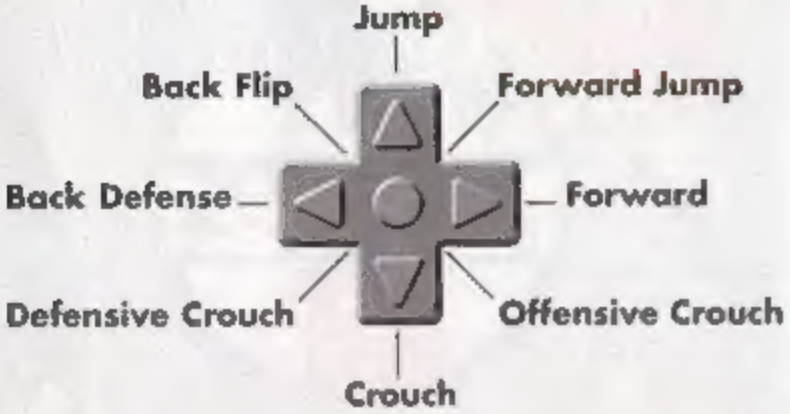
Basic Controls

+ Control Pad

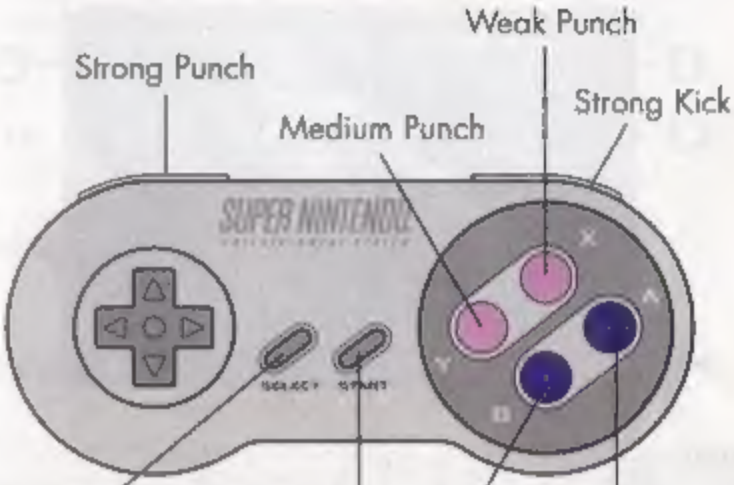


The + Control Pad is also used to:

- Choose a mode
- Choose a character
- Move a character
- Execute special moves

Note: All commands are shown for a player facing right. The controls are reversed when facing left.

Controller Functions



SELECT

- Taunt your opponent
- Open the Option screen while the game is paused

Note: This is the default setting. The controller functions can be changed in the Option screen under "Button Assignment."

START

- Start game
- Pause game
- During a fight, press START on the second controller for a two-player game

The Game Screen

1. Score
2. Energy Meter
3. Timer
4. Character in use
5. Technical Points
6. Super Combo Level Gauge (see page 10)
7. Auto Mark (Auto Mode only)
8. Victory Stars
9. Bonus Message

Fight Rules

Fight Conditions

The time limit for one round is 99 seconds. One match consists of three rounds. The first player to take two rounds wins the match.

Win Conditions

Use all your fighting skills to beat the living snot out of your opponent. When your opponent's energy meter is totally red, you will be declared the winner. If time runs out, the player who has the most energy wins the match.

Draw

When both players' energy meters become totally red at the same time, or if the energy meters are at the same level when time expires, the match will be declared a draw. A fourth and final round will be added. Whoever wins the final round wins the match. If a draw occurs in the final round, the match is over.

Victory Stars

For every round you win, a star will appear under your energy meter. There are several kinds of stars. A different star will appear depending on how you win.

Game Modes

Press START on the Title screen to access the Game Mode Selection Menu. Select the desired mode with the + Control Pad, then press START.

Arcade Mode

Pick a fighter and battle your way through eight computer-controlled opponents. It's a one-player game, but a second player can join in at any time (by pressing START on the second controller). If you lose, you will have the option to continue.

VS Mode

The classic two-player brouhaha. Select a fighter and pummel a friend (players can even select the same character)! Match statistics are displayed between fights.

Playing the Game

After selecting the desired game mode, you need to choose a fighter. Use the + Control Pad to select a fighter and confirm by pressing any attack button. The selected character will change colors depending on which button you use to confirm.

Select the game speed and Manual or Auto Mode.

Manual/Auto

The character movement and skill level will change depending on the selection.

Manual
All blocking functions are performed by the player.

Auto
When you are not attacking your opponent, your character guards automatically. The number of available auto guards is unlimited.

Simple Command (Auto only)
Super Combos can be executed simply by pressing two buttons simultaneously. If your character has only two Super Combos, Combo #2 is executed even if you enter the command for Combo #3.

Only Level 1 Super Combos are available in Auto Mode.

Note: Your opponent can block Super Combos in the air while you are in Auto Mode.

Options

To access the Option screen, select Option on the Mode Select screen and press START. Press ▲ and ▼ on the + Control Pad to select the desired option. Press ◀ and ▶ on the + Control Pad to change the setting. Press START to return to the Mode Select screen.

Number of Rounds
Adjust the number of rounds per match.

Game Difficulty Level
The more stars you highlight, the more difficult the opponents will be to defeat.

Sound Mode
Play the game in monaural sound or hear your opponent scream in stereo!

Button Assignment
Change the button configuration for your fighter's punches and kicks.

Time Limit
Set the time limit for a round.

Damage
The level of damage can be changed from 1 to 4. This determines how much damage you inflict and how much you receive.

Game Speed
Change the game speed.

Auto Guard
Turn the Auto Guard on or off.

Exit
Return to the Mode Select screen.

Super Combo Level Gauge

Each time you execute normal moves and special moves, your Super Combo Gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos, Custom Combos and Alpha Counter moves.

Super Combo
Each character has three different Super Combo levels. The higher the level, the more damage you can inflict. The amount of damage inflicted by a combo can be controlled depending on the buttons pressed. The more buttons you press simultaneously, the more damage will be inflicted but more power will be consumed from your gauge.

Custom Combo
You can use an Original Combo by using the Super Combo Gauge.

Note: Please see the character introduction starting on page 14 for more information.

When the Super Combo Gauge reaches Level 1 or above, press the PPK or KKP buttons simultaneously and your character will explode into a Custom Combo. Above the Super Combo Level Gauge will be the Custom Combo Timer.

Custom Combo Timer
While in the Combo, execute any punch, kick or special move to make up your multi-hit combination. Once the Timer expires, the Combo will end.

Custom Combo Hints
1. ***Make continuous hits in the air and blow away your opponent!***
2. ***Use special attacks to do more damage to your opponent.***
3. ***Move fast! You don't have much time to execute a special attack!***
4. ***You can make a deadly throw while pummeling your opponent!***

Special Control

Avoid Being Floored

+ + P

You can avoid falling down from certain attacks, such as a Dragon Punch. By pressing the above command buttons, your character will roll forward and avoid being floored by your opponent's move.

Block/Air Block

When your opponent is attacking, press ◀ on the + Control Pad instead of fighting back to avoid taking damage. Blocking also works while you're in the air.

Alpha Counter

+ + P or K

When you block your opponent's attack, press the above command. This will perform an Alpha Counter attack, which is a quick counter move against your vulnerable opponent. Alpha Counters consume one level on your Super Combo Gauge.

Defensive Fall

When you're being thrown, if you try to throw back at the right time, the amount of damage you receive will be reduced and you'll fall safely to the ground.

Throwing/Gripping

Move toward your opponents and press either a Medium or Strong Punch or Kick button. Depending on the character, you may be able to execute a throw or grab move automatically.

Taunting

To do some serious trash talking, press SELECT to taunt your opponent (once per round). Just make sure you have the fighting skills to back it up!

Recovering/Breaking Free

If your opponent attacks you continuously, you may temporarily pass out. To recover quickly, press the + Control Pad or any button rapidly. If you do the same move when you are grabbed, you can break free.

The Alpha Warriors

STRENGTH OF ATTACK
With Manual Control, the strength of the attack will depend on the buttons pressed (see page 10 for more details).

HOLD
To ensure that your specified command will take effect, be sure to hold it for a little while.

KEY

- *Rotate the + Control Pad in the required direction.*
- (P) *Press the correct Punch or Kick button.*
- (SIMUL) *Press the required buttons simultaneously.*
- (REP) *Press the required buttons repeatedly.*
- (x1-3) *Press the required buttons 1-3 times (depending on level).*

SAKURA

SPECIAL ATTACKS	Hadoken (Fireball)	+ (P)
	Sho-o-ken (Uppercut)	+ (P)
	Shun-pu-kyaku (Hurricane Kick)	+ (K)
SUPER COMBOS	Shinku-hadoken (Super Fireball)	+ + (P) x1-3
	Midare-zakura (Cherry Blossom)	+ + (K) x1-3
	Haru-ichiban	+ + (K) x1-3

Sakura has an unusual interest in street fighting. Most high school girls don't walk down the street looking to pick a fight, but ever since her run-in with three college men, she has sought to take her revenge.

A student of the Shotokan school of karate, Ryu has devoted his entire life to perfecting the true way of the warrior through mastery of the fireball. Now Ryu must stand tall against revitalized rivals.

RYU

SPECIAL ATTACKS	Hadoken (Fire Ball)	+ (P)
	Sho-ryu-ken (Dragon Punch)	+ (P)
	Tatsu-maki-senpu-kyaku (Hurricane Kick)	+ (K)
UNIQUE MOVES	Collarbone Breaker	+ (REP) (P)
	Sen-pu-kyaku (Whirlwind Kick)	+ (REP) (K)
SUPER COMBOS	Shinku-hadoken (Super Fire Ball)	+ + (P) x1-3
	Shinku-tatsu-maki-senpu-kyaku (Super Hurricane Kick)	+ + (K) x1-3

ROLENTO

A commando in the Vietnam War, the strict and insane Rolento now controls his own army of soldiers. He preaches survival at all times, even when captured by the enemy. He even hung a soldier with a metal cable just to make a point!

SPECIAL MOVES	Patriot Circle	✚ + (P)
	Stinger	✚ + (K) + (K)
	Mekon Delta Attack	(P) (P) (P)
	Mekon Delta Air Raid	✚ + (P) + (P)
	Mekon Delta Escape	✚ + (K) (+ (P) or (K))
UNIQUE MOVES	High Jump	✚ ✚
	Trick Landing	(K) (K)
SUPER COMBOS	Take No Prisoners	✚ ✚ + (K) x 1-3
	Mine Sweeper	✚ ✚ + (P) x 1-3

GEN

Gen is legendary for defeating opponents with his bare hands. Day and night, youths seek Gen for a chance at fame. He shrugs them off in disgust. Gen seeks only true warriors, and does not fear the fight.

To change Gen's fighting style, press Strong Punch or Strong Kick.

FIGHTING STYLE				
SPECIAL MOVES	Hyaku-ren-ho	(P) —	Jye-sen	✚ ✚ + (P)
	Gahi-ro	✚ + (K)	Ouga	✚ ✚ + (K)
SUPER COMBOS	Zan-ei	✚ ✚ + (P) x 1-3	Jyo-ko-ho	✚ ✚ + (K) x 1-3
	Shi-ten-sho	✚ ✚ + (P) x 1-3	Kouga	✚ ✚ + (K) x 1-3

CHUN-LI

Secretly pursuing the movements of Shadowloo, the international smuggling operation, Chun-Li fights bravely, unmindful of personal danger. The memory of her father burns brightly in her life.

SPECIAL MOVES	Hyaku-retsu-kyaku (Lightning Kick)	(K)
	Tensho-kyaku (Spinning Air Kick)	✚ ✚ + (K)
	Kikoken (Fireball)	✚ + (P)
	Son-en-shu (Axe Kick)	✚ + (K)
SUPER COMBOS	Son-retsu-kyaku (Chaos Kick)	✚ ✚ ✚ ✚ + (K) x 1-3
	Ho-zen-ten-sho-kyaku (Super Chaos Kick)	✚ ✚ + (K) x 1-3
	Kiko-sho	✚ ✚ + (P) x 1-3

KEN

A disciple of the Shotokan school of karate and past training partner of Ryu, Ken has an amazing fighting spirit, but an even larger ego. Convinced he is the best fighter, Ken seeks a confrontation with his long-time rival.

SPECIAL MOVES	Hadoken (Fireball)	✚ + (P)
	Sho-ryu-ken (Dragon Punch)	✚ + (P)
	Tatsu-maki-senpu-kyaku (Hurricane Kick	✚ + (K)
UNIQUE MOVES	Fake Fireball	✚ + MED (K)
	Forward Roll	✚ + (P)
SUPER COMBOS	Sho-ryu-reppa (Shadow Dragon)	✚ ✚ + (P) x 1-3
	Shin-ryu-ken	✚ ✚ + (K) REP x 1-5

BIRDIE

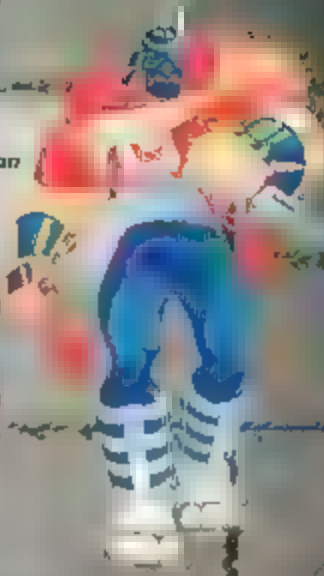
Influenced by life on the European back streets, Birdie has become familiar with the workings of Shadowloo as a bouncer in many punk clubs. He yearns for a part of the action. Using his strength and style to avoid the law, Birdie knows he must fight his way into the infamous crime organization.

SPECIAL MOVES	Bull Head	✚ ✚ + (P)
	Bull Horn	(P) or (K)
	Chaka Cha-a	✚ + (P)
	Bandit Charge	✚ + (K)
SUPER COMBOS	The Birdie	✚ ✚ ✚ ✚ + (P)
	Bullravenger	✚ ✚ + (P) or (K)

KATANA

Katana is a self-proclaimed student of Japan and its culture. A former henchman of the Mad Gear Gang, Katana aims to revive the crime ring and is consumed with revenge toward Guy.

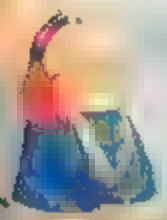
SPECIAL MOVES	Jigoku Scrape	✚ + (P)
	Batsu-metsu Buster	✚ + (P)
	Daikyo Burning	✚ + (K)
	Shura-ku Catch	✚ + (K)
SUPER COMBOS	Meido-no-miyage (Pummeler)	✚ ✚ + (P)
	Ten-cho-satsu	✚ ✚ + (P)



ADON

Drawing from the speed and cunning of the majestic jaguar, Adon's style has been known to mesmerize victims. A master of Muay Thai, Adon trained with Sagat, but when the latter was defeated by Ryu, Adon believed Sagat to be a disgrace. Adon now seeks Sagat to become the Muay Thai leader once and for all.

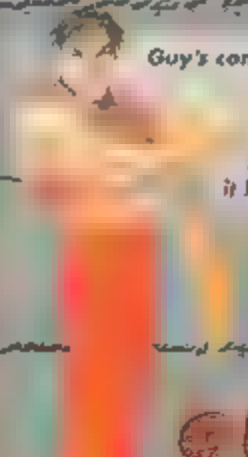
SPECIAL MOVES	Jaguar Kick	✚ + (K)
	Rising Jaguar	✚ + (K)
	Jaguar Tooth	✚ + (P)
SUPER COMBOS	Jaguar Revolver	✚ ✚ + (K)
	Jaguar Raleod	✚ ✚ + (P)



GUY

Guy's command of ninjitsu fuels his belief that he is a descendant of a ninja. An intelligent fighter, Guy balances street smarts with the ninjitsu tradition. Instrumental in the downfall of the Mad Gear Gang, Guy trounces evil wherever it lurks.

SPECIAL MOVES	Bush-in-azuna-otoshi (Air Suplex)	✚ + (P) + (P)
	Bushin-senpu-kyaku (Whirlwind Kick)	✚ + (K)
	Haya-gake (Dashing Crescent)	✚ + (K) + (K)
	Hae-zon-ta	✚ + (P)
SUPER COMBOS	Bushin-gou-rai-kyaku (Shadow Barrage)	✚ ✚ + (K)
	Bushin-hasso-ken	✚ ✚ + (P)



DHALSIM

The Indian monk fights for his people who suffer from famine and disease. He has sought to unify his mind, body and soul through the discipline of Yoga. As he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

SPECIAL MOVES	Yoga Fire	✣ + (P)
	Yoga Flame	✣ + (P)
	Yoga Blast	✣ + (K)
	Yoga Teleport	✣ (✣) (P P / K K) MEDIUM
UNIQUE MOVE	Yoga Shock	WEAK ✣ + (P) ANY
SUPER COMBOS	Yoga Inferno	✣ ✣ + (P)
	Yoga Strike	✣ ✣ + (K)

ZANGIEF

Pro wrestlers cower before his Piledriver. Zangief knows he must improve his Piledriver but is frustrated because he cannot advance it. A sudden storm sends Zangief spinning to earth head-first. He drops to the ground with a great thud. Seconds later, great laughter breaks out across the land; Zangief has found his inspiration!

SPECIAL MOVES	Double Lariat	(P P / K K) MEDIUM
	Spinning Piledriver	✣ + (P)
	Flying Power Bomb	✣ + (K)
	Atomic Suplex	✣ + (K) MEDIUM
	Banishing Fist	✣ + (P)
SUPER COMBOS	Final Atomic Buster	✣ ✣ + (P) LEVEL 3
	Aerial Russian Slam	✣ ✣ + (K) LEVEL 3

AKUMA

He believed his ancestors to be fools for sealing the Raging Demon. So what if the technique could kill the person who executed it? Akuma will do everything he can to win. By releasing the Raging Demon, he sealed his evil destiny and destroyed his own master.

SPECIAL MOVES	Go-hadoken	✣ + (P)
	Go-shoryuken	✣ + (P)
	Tatsumaki-zanku-kyaku	✣ + (K)
	Hyakki-shu	✣ + (P)
	Zanku-hadoken	IN AIR ✣ + (P)
	Shaku-retsu-hadoken	✣ + (P)
	Ashura-senku	✣ (✣) (P P / K K) MEDIUM
UNIQUE MOVE	Forward Roll	✣ + (P)
SUPER COMBOS	Messatsu-go-hado	✣ ✣ + (P)
	Messatsu-go-shoryu	✣ ✣ + (P)
	Tenma-go-zanku	IN AIR ✣ ✣ + (P)
	Shun-goku-satsu (Raging Demon)	WEAK (P P) ✣ WEAK (K P) ONLY LEVEL 3

Rose's inner strength guides her in battle. Constantly searching for the right balance of action and reaction, Rose possesses an intuition that borders on telepathy. She calls to her soul, believing the heavens will punish whomever wields the mystic power without good intentions.

ROSE

SPECIAL MOVES	Soul Reflect	✣ + (P)
	Soul Spark	✣ + (P)
	Soul Throw	✣ + (P)
	Soul Spiral	✣ + (K)
SUPER COMBOS	Aura Assault	✣ ✣ + (P) LEVEL 1-3
	Aura Soul Throw	✣ ✣ + (P) LEVEL 1-3
	Soul Illusion	✣ ✣ + (K) LEVEL 1-3

M.BISON

Bison craves combat with true warriors. He hears of a warrior named Ryu who defeated Sagat in Thailand. Bison's body glows into a blue flash in anticipation of confronting Ryu. Ryu will taste his Psycho Crusher!

SPECIAL MOVES	Psycho Shot	✚ ✚ ✦ Ⓟ
	Double Knee Press	✚ ✚ ✦ Ⓚ
	Head Press	✚ ✚ ✦ Ⓚ
	Somersault Skull Driver	Ⓟ sec. ✚ ✚ ✦ Ⓟ + Ⓟ
	Bison Warp	✚ (✚) Ⓟ Ⓟ (sec.) Ⓚ Ⓚ simult.
SUPER COMBOS	Psycho Crusher	✚✚ ✚✚ ✦ Ⓟ 1-3
	Knee Press Nightmare	✚✚ ✚✚ ✦ Ⓚ 1-3

CHARLIE

A member of a secret elite military team, Charlie co-piloted a special mission into Thailand along with his long-time friend Guile. The mission backfired, and Charlie and Guile were captured. After escaping the jungle prison, Charlie now seeks the force behind the unrest in Thailand.

SPECIAL MOVES	Sonic Boom	✚ ✚ ✦ Ⓟ
	Flash Kick	✚ ✚ ✦ Ⓚ
SUPER COMBOS	Sonic Barrage	✚✚ ✚✚ ✦ Ⓟ 1-3
	Cross Fire Blitz	✚✚ ✚✚ ✦ Ⓚ 1-3
	Somersault Justice	✚ ✚ ✦ Ⓚ 1-3

Feared throughout his homeland and beyond, Sagat reigned supreme until his narrow defeat at Ryu's hands. Humiliated and honorless, Sagat vows revenge at any cost. The tenacious tiger now stands on a new battlefield!

SPECIAL MOVES	Tiger Shot	✚ ✦ Ⓟ
	Ground Tiger Shot	✚ ✦ Ⓚ
	Tiger Knee	✚ ✦ Ⓚ
	Tiger Uppercut	✚ ✦ Ⓟ
SUPER COMBOS	Tiger Cannon	✚✚ ✦ Ⓟ 1-3
	Tiger Genocide	✚✚ ✦ Ⓚ 1-3
	Tiger Raid	✚✚ ✦ Ⓚ 1-3

SAGAT

Ten years ago, Dan's father was killed by Sagat. Dan has trained vigorously to avenge his father's death. Filled with incredible power, he unloads his most potent attack on those who stand in his way. He will have his revenge.

DAN

SPECIAL MOVES	Gadouken	✚ ✦ Ⓟ
	Ko-ryu-ken	✚ ✦ Ⓟ
	Dan-ku-kyoku	✚ ✦ Ⓟ
UNIQUE MOVES	Forward Roll Taunt	✚ ✦ 👊
	Backward Roll Taunt	✚ ✦ 👊
SUPER COMBOS	Shinku-gadouken	✚✚ ✦ Ⓟ 1-3
	Kouryu-rekka	✚✚ ✦ Ⓟ 1-3
	Hissho-buraiken	✚✚ ✦ Ⓚ 1-3

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